

SEGA™

GENESIS™

# GARGOYLES

INSTRUCTION MANUAL



LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

SEGA AND GENESIS ARE TRADEMARKS  
OF SEGA ENTERPRISES, LTD.  
ALL RIGHTS RESERVED.

Distributed exclusively by

**BUENA VISTA**  
INTERACTIVE

Buena Vista Interactive  
500 S. Buena Vista St., Burbank, CA 91521-8421

**EmuMovies**

© Buena Vista Interactive

Printed in U.S.A.



**BUENA VISTA**  
INTERACTIVE

© Buena Vista Interactive

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.





WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ERSB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ERSB AT 1-800-771-3772.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Distributed and Published by

**BUENA VISTA  
INTERACTIVE**

© Buena Vista Interactive  
500 S. Buena Vista St.  
Burbank, CA 91521-8421

Printed in the U.S.A.

## GET READY, GARGOYLES!

1. Set up your Sega™ Genesis™.
2. Be sure that Control Pad 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the Gargoyles cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch to ON. You should see the Sega title screen, then the Gargoyles title screen.



## HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



## TABLE OF CONTENTS

The Once And Future Gargoyle.....	4
Take Control Of The Night.....	6
The Game Screens.....	8
Who You Are And What You're Up Against.....	10
Bonus Items.....	15
In The Days Of The Vikings.....	16
In The Realm Of Modern Manhattan.....	18
Tactics, Tricks & Tips.....	21
Notes.....	23
Credits.....	25
Warranty Information.....	29

## THE ONCE AND FUTURE GARGOYLE

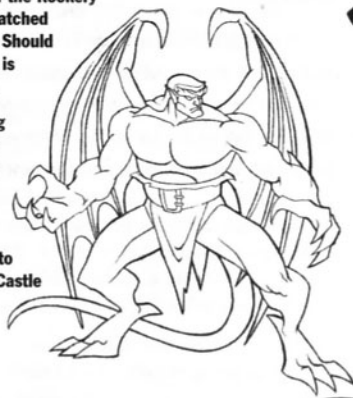
### *LONG AGO...*

In the year 994 AD, a power-crazed Viking chieftain orders the sorcerers in his command to create a weapon of ultimate destruction that he can use to conquer the world. Through their mystic arts they bring into being an evil artifact of unimaginable power: the Eye of Odin. So terrible is this device, it corrupts all who dare to possess it. The Viking chieftain uses it to wage war upon an unsuspecting Northern Europe and the British Isles.

The Viking raiders find little resistance until they reach Castle Wyvern in Scotland. Defending the castle is the guardian known as Goliath, the powerful leader of the ancient race of creatures known as gargoyles. He possesses stone-crushing strength, huge bat-like wings and can climb the sheer rock walls and ceilings of the castle by digging his razor-sharp talons into their surfaces. In Goliath, the Vikings have found a fearsome opponent.

Secreted below the castle are the subterranean chambers of the Rookery which contain the unhatched eggs of Goliath's clan. Should he fail, his entire race is doomed to extinction.

Despite his defeating the Vikings, Goliath is blamed for the ruin of the castle and falls under a curse. He is turned into a stone statue, doomed to remain that way until Castle Wyvern rests above the clouds.



## CLOSER TO HOME...

A thousand years later, an ancient edifice graces the modern day Manhattan skyline. Castle Wyvern has been rebuilt atop a massive skyscraper.

Above the clouds.

The curse is broken. Goliath awakens in a new world and for the first time in a millennium, a gargoyle rules the night.

Goliath becomes aware of a familiar evil presence in this bizarre land — an evil he has fought before. Somehow, the Eye of Odin survived the centuries with Goliath and leads a new type of army on a path of destruction.

Goliath must chase the Eye of Odin across the rooftops of the sprawling metropolis, battling the mechanized terrors that have been programmed to destroy him. The Eye of Odin must be destroyed and only Goliath possesses the knowledge and the power to succeed — and survive.

## TAKE CONTROL OF THE NIGHT



Listed below are the buttons on the Genesis Control Pad you will be using to maneuver Goliath. They are: the Directional Pad (D-Pad), Start, Button A, Button B and Button C.

**Special Note:** Buttons X, Y, and Z on the 6-button Genesis Control Pad are not used in this game.

**D-Pad - Moves Goliath Left and Right.**

Press Up to make him look up. Press Up while he's clinging to a wall to make him climb up the wall. Press Up while Goliath is crawling across a ceiling to use his wings as defensive shields.

Press Down to make him crouch or duck down. Press Down while he's clinging to a wall to make him slide down the wall.



**Button A** - Press once to throw an enemy (who is within Goliath's reach).

Hold **Button A** to slam an enemy into the ground.

**Button B** - Press once to make Goliath swipe his claws in an uppercut.

Tap **Button B** twice to make Goliath perform an uppercut followed by a low slash in a combo move.

Tap **Button B** three times and Goliath uppercuts, does a low slash, then follows through with a smashing overhead blow.

**Button C** - Press once to make Goliath jump.

Tap **Button C** twice to make Goliath jump and flap his wings.

Press **Button C** once after Goliath is struck (during an attack or after he collides with a solid object), and he performs a flap to give himself extra lift.

**Start** - Press this button to pause the action of the game. Press it again to resume game play.

## SPECIAL MOVES

**Shoulder Roll** - This move can be used by Goliath to attack his enemies and break through doors and weak walls. Run either **Left** or **Right** and tap **Button B** to perform this move.

**Hawk Dive** - Use this move to have Goliath break through skylights and weak floors and to dive down on enemies in fierce attacks!

Press **Button C** to make Goliath jump (or leap from a platform), then while he is in the air, press **Button A** to perform the Hawk Dive.

**Crouch Kick** - Press **Down** (Left or Right) on the D-Pad then **Button B** to lash out at your enemies.

## THE GAME SCREENS



A meter appears at the lower left side of the screen that indicates Goliath's current health. As enemy attacks take their toll, the bar within turns from green to yellow. When it begins to flash red, Goliath must beware — or soon perish.

When Goliath has collected a magic shield, this bar flashes white. While it does, Goliath is invulnerable to any type of damage.

Next to the health meter is the number of lives Goliath has left. If Goliath is defeated when this number reaches zero, the battle is lost. However, if he has collected an enchanted Gargoyle Totem, he will be given the opportunity to continue. (See "Bonus Items" on page 15.)





## Options Screen

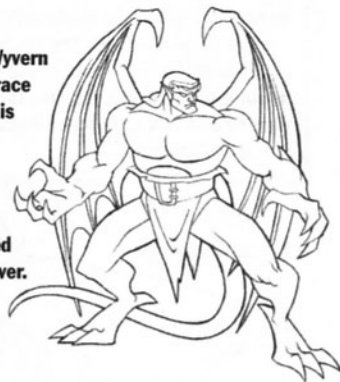
This screen offers the following settings:

- The level of difficulty (Easy, Normal, Hard)
- Sound On/Off
- Music On/Off
- Sound Test - This plays individual effects from the game.
- How the controls are set. If you do not change this setting they are automatically set at A = Throw, B = Claw/Slash, and C = Jump/Flap.

## WHO YOU ARE AND WHAT YOU'RE UP AGAINST

### Goliath

Protector of Castle Wyvern and guardian of the race of gargoyles. Goliath is the only hero strong enough to defy the Eye of Odin and he will not rest until the evil that it has created has been erased forever.



### Vikings

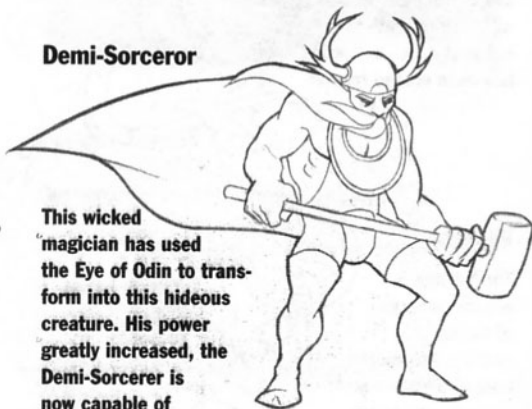
The Vikings are the scourge of the tenth century. Among the host of invaders are archers, defenders, berserkers, valkyries and sorcerers.



## ANCIENT WEAPONS

Goliath not only faces the invading Vikings, but the castle defenses as well. The Vikings have turned all of the available weapons against Goliath in their attempt to win Castle Wyvern. Torrents of boiling oil, flaming ballistas and stones launched by catapult are aimed at Goliath.

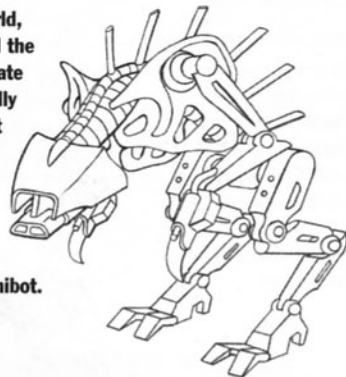
### Demi-Sorcerer



This wicked magician has used the Eye of Odin to transform into this hideous creature. His power greatly increased, the Demi-Sorcerer is now capable of crushing Goliath.

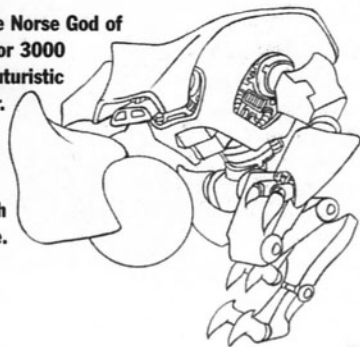
## Robots

In the modern world, someone has used the Eye of Odin to create an arsenal of deadly robots. Each robot has its own fighting characteristic and strength. The robots include: Hornet, Raptor, Hunter and Arachnibot.



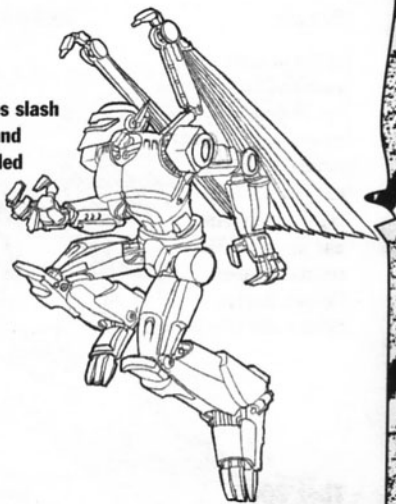
### Thor 3000

Named after the Norse God of thunder, the Thor 3000 strikes with a futuristic plasma hammer. It also unleashes powerful plasma bolts and attacks with a mighty charge.



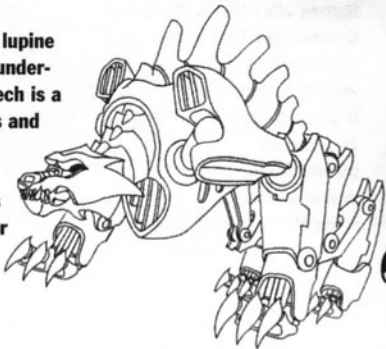
### Steel Clan/ Crimson Clan

These futuristic gargoyle mockeries slash with steel talons and become jet-propelled battering rams at will. Can Goliath fight enemies programmed to match him move for move?



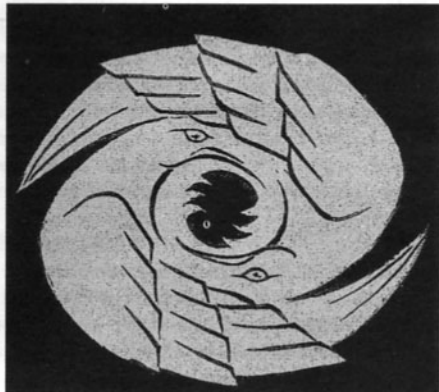
### Garmech

Named after the lupine guardian to the underworld, the Garmech is a blend of robotics and magic. Like its legendary counterpart, this wolf-like predator will let no creature pass...alive.



### Eye of Odin







The Viking sorcerers hoped to create a tool of ultimate destruction. With the Eye of Odin, they succeeded all too well. It granted them awesome powers. Their armies were made nearly invincible. At an unspoken command, the Eye of Odin could spawn fearsome and terrible creatures. Completely corrupted by its evil, those who possessed the artifact would eventually want all its power for themselves. The Eye of Odin would fulfill these desires — with monstrous results.



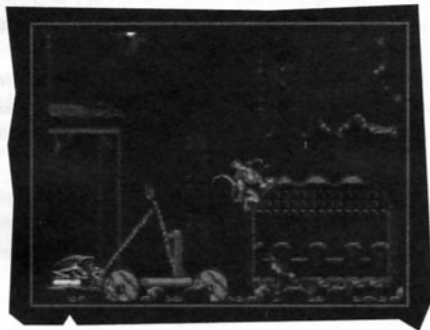


## BONUS ITEMS

Danger and destruction aren't the only things that lie in the wake of the Eye of Odin. As he pursues his enemies, Goliath will find many items to help him in his battles. In some cases, these powerful artifacts will have been left behind by others fleeing the incoming tide of evil. They are also often found in the possession of enemies, human or robot. When Goliath defeats the enemy, he will be able to make use of the item the enemy may be carrying. The more enemies Goliath defeats, the more artifacts he may find. And the more dangerous foes often carry the most powerful artifacts. They are:

-  **Shield**  
Makes Goliath temporarily invulnerable
-  **Hammer**  
Gives Goliath a One-Hit Kill temporarily
-  **Chalice**  
Partial restoration of Health Meter
-  **Goblet**  
Fully restores his Health Meter
-  **Gargoyle Totem**  
Grants one extra Life
-  **Enchanted Gargoyle Totem**  
Grants one extra Continue

## IN THE DAYS OF THE VIKINGS



### Evil Awakens

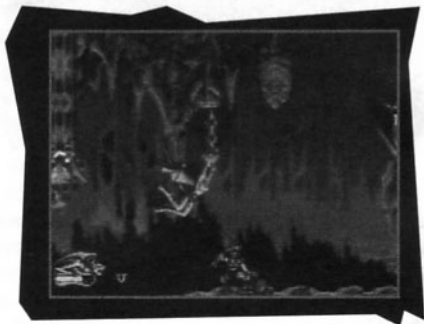
The story begins at Castle Wyvern in ancient Scotland. Goliath, the lone sentry guarding the battlements, must repel the Viking invaders at all cost! He dodges arrows and axes, engages enemies in claw-to-hand combat and smashes his way through the very castle walls in order to get to their sorcerous leader.

### The Sorcerer Strikes

If successful defending the castle, Goliath descends into a secret courtyard which hides a powerful sorcerer. This magician was instrumental in creating the Eye of Odin and wields considerable power! The sorcerer uses searing lightning bolts and a mighty hammer in his attacks. Goliath must defeat this twisted mage to finally drive the Vikings from the castle.

### Siege Of The Rookery

Enraged at their loss at the castle, the Vikings descend into the depths of the gargoyle Rookery. There they seek to destroy the developing gargoyle eggs to wreak revenge on Goliath and his kind. Amid an inferno of lava, fire and volcanic energy that incubates the eggs, Goliath battles to expel the Vikings before they destroy the last hope of his race.



### Odin's Wrath

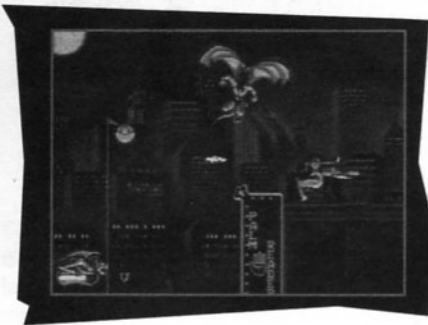
The once-defeated sorcerer calls upon the Eye of Odin to grant him enough power to defeat Goliath. Merging with the ancient artifact, the evil magician is mutated into a hammer-wielding Demi-Sorcerer — a creature of awesome might. His hammer returns to him when tossed and impacts the ground so hard that sparks fly! This is Goliath's greatest foe in the Viking era. To lose now is to condemn the race of gargoyles to extinction.

### IN THE REALM OF MODERN MANHATTAN

#### Stone and Steel

Goliath awakens in a strange new world. His enemies are not even alive (as he knows life), but mechanical mockeries of other creatures. Impossible as it may seem, someone has resurrected the Eye of Odin and is using it to begin a reign of terror in this new age.

Goliath pursues the Eye of Odin across the city's rooftops by scaling walls, leaping from building to building, swinging from lightposts, clinging to fire escapes and breaking through skylights and weak construction. But Goliath himself is hunted—by dangerous robots controlled by the unknown force that now wields the Eye. As Goliath faces this new and more powerful army, he realizes that although the time has changed, his mission remains the same: to stop the Eye of Odin and those who would unleash its evil upon humanity.



### Free Fall

The Eye of Odin creates the Widow Chamber — part spider, part elevator and all evil. Goliath must avoid being knocked into the chasm below as he fights to reach the Eye of Odin. This powerful creature has a single goal: the fall of Goliath!

### Subterranean Terror

After Goliath's struggle with the monstrous elevator, he finds himself beneath the city. He must now contend with numerous robotic foes on a runaway subway train. Goliath can smash through the rooftop skylights of the subway cars to land inside as well as crash through the connecting doors. However, he must beware of the many holes torn in the floors by stray robot plasma bolts. Goliath also gets to meet one of the Eye of Odin's greatest creations, the Thor 3000.

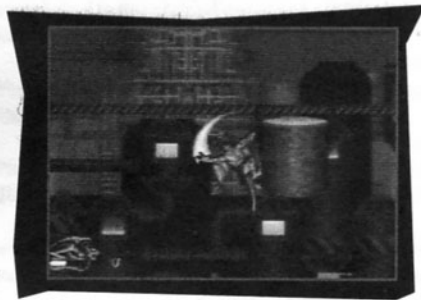


### Ambush

From the engine room of the subway train explode the vicious Steel Clan. Goliath must face wave after wave of these aerial arsenals as their evil leader hovers nearby. Should its minions be defeated, the Crimson Clan will try to make sure it's the end of the line for Goliath.

### The Forge

Goliath has discovered the spawning ground of the Eye of Odin's deadly machines. He now realizes that some living force must have guided the Eye of Odin to create this labyrinth of metallic death. As he scours the platforms suspended above molten steel, he must fight his way through the elite robot guards that are created almost as quickly as he can dispatch them.



### The Final Fury

Goliath has waged a non-stop war against the foe of humanity who has used the powerful Eye of Odin in the modern age to create the hideous killer robots. Can Goliath defeat the only being who has ever been able to master the evil Eye of Odin?

## **TACTICS, TRICKS & TIPS**

Here are a few tips to making your way through this game. You may need to refer to this page from time to time when you get halted in the tougher areas.

- Goliath is a creature of living stone. He's heavier and stronger than humans — use this to your advantage as you crash through barriers like weak floors and skylights.
- Goliath can use catapults to gain higher ground.
- Goliath cannot truly fly upwards, but he can ride strong air currents to reach higher levels. These currents can be found in the modern world as well!
- Goliath can attack while he's airborne. Just because he's in the middle of a jump doesn't mean he's completely defenseless.



- Have Goliath look for hidden chambers and secret rooms throughout the many levels to find even more bonus items.
- Don't underestimate a well-timed duck. Having Goliath dodge attacks is not cowardly, it's a form of self preservation!
- Have Goliath use his wings to defend himself while he's climbing across the ceilings!
- Wait for the Raptors to jump first — THEN take a swing at them.

## **FOR SPECIAL ASSISTANCE**

Shown below is the phone number for our 24-hour automated hint line.

- You need a touch tone phone to receive hints from this line.
- Please get your parents permission (if you are under 18 years of age) before calling this number.

The number to call is: (818) 840-6957



NOTES \_\_\_\_\_

**Own The Power Of Your  
Favorite Superheroes On  
Video Today!**



**The Original  
Full-Length Movie!**

**Collect All The Heroic Adventures In This  
Continuing Video Series!  
Two More Explosive Videos Coming In April!**

## GARGOYLES CREDITS

**Programmer:**  
Chris Shrigley

**Senior Producer:**  
Patrick Gilmore

**Assistant Producer:**  
David Bergantino

**Lead Artist:**  
Thom Ang

**Lead Level Designer:**  
Joel Goodsell

**Backgrounds:**  
Katharine Murta Adams  
Tom Barlow  
Tom Breeden  
Jody C. McMurrian  
Roddy Navarro  
Mark Lorenzen

**Additional Art and Animation:**  
Shelli L. Droe  
Kurt Dumas  
James Fiorito  
Raymond Fung  
Tamara Holcomb  
Brian Horton  
Hugh Jamieson  
Ruby Lee  
Paige Pooler  
Nancy O. Ramirez  
Matthew Smith  
Oliver Wade  
Brent Whittington

**Art Support:**  
Arden Ishimaru  
Dao Le  
Toby Espiritu

**3-D Art and Animation:**  
Spencer Hale  
Ed Trillo  
J.P. Asperin

**Music Composition:**  
Michael Giacchino

**Composition and Audio Engineering:**  
Patrick Collins

**Project Manager:**  
Bob Rademacher

**Production Administrator:**  
James Mellott

**Asset Management:**  
Jayne Shrigley

**Creative Capers Entertainment**

**Animation Producer:**  
G. Sue Shakespeare

**Animation Directors:**  
Terry Shakespeare  
David Molina

**Directing Animator:**  
Greg Tiernan

**Character Poses:**  
Adam Van Wyk

**Production Manager:**  
Darci Ernst

**Production Accountant:**  
Patrice Monis

**Animation:**  
Connor Flynn  
Ron M. Friedman  
Michael Kieley  
Dermot O'Connor  
Adam VanWyk  
Ron Zorman

**Clean-up Artists:**  
Adam Burke  
Richard Draper  
Aidan Flynn  
Ron M. Friedman  
Tom Higgins  
Shannon Murphy  
Sandra Ryan  
Richard Smitheman

**Janice Tolentino**  
Monica Zorman

**Animation Checkers:**  
Penelope Sevier  
Carla Washburn

**Camera Manager:**  
Robert Rose

**Test Camera:**  
Brendan Harris  
Tony Quinn  
Arantxa Rodriguez

**Asst. Prod. Coordinator:**  
Kathy Burton

**Production Assistants:**  
James Arnold  
Leanne Howard  
Bobbi Swartzendruber

**Renegade Animation**

**Director:**  
Darrell Van Citters

**Producer:**  
Ashley Quinn

**Lead Animator:**  
Dean Wellins

**Additional Animation:**  
Lee McCaula

**Assistant Animation:**  
Heidi Daven  
Diana Dixon  
Sandy Henkin  
Karenia Kaminski  
Mark Cote  
Cristi Lyon  
Bill Mims  
Randy Myers  
Jennifer Stillwell  
Calvin Suggs  
Vicki Woodside

**Product Evaluation Supervisor:**  
Jeff Blattner

**Lead Testers:**  
Kevin Ocampo  
Shane Cleavelin  
Aki Kim

**Game Testers:**  
Brian Adriano  
Roger Bray  
John Castro  
Daryl David  
Jerry Gillett  
Matthew Montgomery  
Wilfredo Panganiban  
Marcus Pregent  
Luigi Priore

# GARGOYLES OFFICIAL GAME GUIDE



- INCLUDES CHARACTER PROFILES, AND ALL OF THE BATTLE MOVES!
- GIVES LEVEL MAPS, WEAPONS DESCRIPTIONS AND HOW TO CATCH THE VILLAINS!

Only  
**\$9.99**

To Order or For More Information, Please Call:

**1-800-428-5331**

Order # 1-56686-422-4

Mention Source Code BR15

**BradyGAMES**  
**STRATEGY GUIDES**

# GARGOYLES

...frozen in stone by day, flesh and blood winged warriors by night. Awakening after a thousand years, a band of powerful **GARGOYLES** find themselves transported to a time and place not their own - **New York City**. Here, the misunderstood creatures battle modern-day barbarians and struggle to understand their strange new world. **GARGOYLES**...the legend begins.



Gargoyles  
Action Figures



Gargoyles Enemy  
Action Figures



Gargoyles Deluxe  
Action Figures



Gargoyles  
Night Striker



Gargoyles  
Castle  
Playset



**Kenner**

Gargoyles: © BVTV  
© 1995 Hasbro, Inc.  
All Rights Reserved.

## LIMITED WARRANTY

BUENA VISTA INTERACTIVE WARRANTS TO THE ORIGINAL CONSUMER PURCHASER THAT THE MEDIA ON WHICH THE GAME CARTRIDGE OR ENCLOSED PRODUCT SOFTWARE IS RECORDED (THE "GAME CARTRIDGE"), SHALL BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP UNDER NORMAL USE FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE AS EVIDENCED BY A COPY OF THE SALES RECEIPT OR PACKING SLIP. BUENA VISTA INTERACTIVE ASSUMES THE ENTIRE LIABILITY AND YOUR EXCLUSIVE REMEDY WILL BE REPLACEMENT OF THE DEFECTIVE GAME CARTRIDGE OR REFUND OF THE PURCHASE PRICE (AT BUENA VISTA INTERACTIVE'S ELECTION) UPON RETURN OF THE GAME CARTRIDGE TO BUENA VISTA INTERACTIVE WITH A COPY OF YOUR PROOF OF PURCHASE. BUENA VISTA INTERACTIVE WILL HAVE NO RESPONSIBILITY TO REPLACE A GAME CARTRIDGE DAMAGED BY ACCIDENT, ABUSE OR MISAPPLICATION. ANY IMPLIED WARRANTIES AND/OR CONDITIONS ON THE GAME CARTRIDGE, INCLUDING THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF PURCHASE OR DELIVERY. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION. YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT USE OF THE GAME IS AT YOUR SOLE RISK. THE GAME AND RELATED DOCUMENTATION ARE PROVIDED "AS IS" AND WITHOUT WARRANTIES AND/OR CONDITIONS OF ANY KIND EITHER EXPRESS OR IMPLIED. BUENA VISTA INTERACTIVE EXPRESSLY DISCLAIMS ALL WARRANTIES AND/OR CONDITIONS, EXPRESS OR IMPLIED, WITH RESPECT TO THE GAME AND RELATED DOCUMENTATION, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE GAME WILL BE UNINTERRUPTED OR ERROR FREE, OR THAT DEFECTS IN THE GAME WILL BE CORRECTED. FURTHERMORE, BUENA VISTA INTERACTIVE DOES NOT WARRANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE GAME AND RELATED DOCUMENTATION IN TERMS OF THEIR CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE. THE LIMITATIONS OF LIABILITIES DESCRIBED IN THIS SECTION ALSO APPLY TO THE THIRD PARTY SUPPLIERS OF MATERIALS USED IN THE GAME. NO ORAL OR WRITTEN INFORMATION OR ADVICE BY BUENA VISTA INTERACTIVE OR A BUENA VISTA INTERACTIVE AUTHORIZED REPRESENTATIVE SHALL CREATE WARRANTIES AND/OR CONDITIONS OR IN ANY WAY INCREASE THE SCOPE OF THIS LIMITED WARRANTY. YOU (AND NOT BUENA VISTA INTERACTIVE) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

### LIMITATION OF LIABILITY.

Under no circumstances, including negligence, shall Buena Vista Interactive be liable for any special or consequential damages that result from the use of, or the inability to use, the Game or related documentation, even if Buena Vista Interactive or a Buena Vista Interactive authorized representative has been advised of the possibility of such damages. Some jurisdictions do not allow the limitation or exclusion of liability or incidental or consequential damages, so the above limitation or exclusion may not apply to you. In no event shall Buena Vista Interactive's total liability to you for all damages, losses, and causes of action (whether in contract, tort (including negligence) or otherwise) exceed the amount paid by you for the Game.

**Warning:** Copying of this game is illegal and is prohibited by domestic and international copyright laws. Back-up or archival copies are not authorized and are not necessary to protect your software. This manual and other printed matter accompanying this game are also protected by domestic and international copyright laws.

©Buena Vista Interactive  
500 S. Buena Vista St  
Burbank, Ca. 91521-6421

## BUENA VISTA HOME VIDEO \$10 OFFER

Proof of Purchase

Not sponsored by SEGA®



Proof of Purchase

Not sponsored by SEGA®



**CATCH GARGOYLES  
ON TV!**  
CHECK LOCAL LISTINGS.